

MERCENARY GIANTS.

General rules

- Mercenary giants can only be used in mercenary commands. All rules for mercenaries apply.
- Mercenary giants cannot be warchiefs, battle leaders or individuals.
- Add 10 points to the cost if you want the giant to also be a champion.
- The cost of leadership is included in the total.
- If the giant is threatened it can include a musician and a friendly terrible creature in the threat test, provided whatever is threatening has a less strength.
- If the giant has to make four or more saving throws at any one time it must then take the relevant test, and obey any reactions.
- Special Rules for “**Giant creatures**” and “**Linebreaker**” apply.
- They can be enlisted as mercenary by all the armies, with any exceptions.**

Half giant (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
H.Giant	Ave	Fan.	.+4	-3	5	Med	2-Hd	20cm	5	yes	night	103	-	1	6

Half giantess (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
H.Giantess	Ave	Trib.	.+3	-3	4	Lt	2-Hd	20cm	5	yes	night	66	-	1	6

Notes:

- She may not be enlisted by Goblins, Orcs and Ratmen.

Two headed half giant ogre (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Two headed	Unpred	Trib	.+4	-3	5	Lt	2-Hd	20cm	5	yes	day	82	-	1	4

Notes:

- He may not be enlisted by Amazons, Dwarves, Halfmen, High elves and Wood elves.

Dwarf giant (base size 7.5 x 7.5 cm).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
D. giant	Vet.	Fan.	.+6	-5	6	H	2-Hd	20cm	5	yes	no	134	-	1	2

Notes:

- He may not be enlisted by Dark & Damned elves, Goblins, Orcs and Ratmen.

Frost giantess (base size 10 x 10 cm).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giantess	Vet.	Fan.	.+13	-8	17	Med	2-Hd	30cm	4	yes	night	702	-	1	1

Notes:

- She may not be enlisted by Goblins, Orcs and Ratmen.

Great battle giant (base size 12,5 12 , 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giant	Ave	Fan.	.+14	-9	18	Med	2-Hd	30cm	4	yes	night	762	-	1	1

Notes:

- He may throw rocks: see the rules “*Hurling boulders*” at the following page.

Hurling boulders.

During the shooting phase the Great battle giant has the ability to hurl boulders as per the following rules and method.

- ❑ The giant will start the battle with two boulders. Use volley counters, make some boulder counters, or even use a couple of small stones.
- ❑ Extra boulders can be purchased at a cost of 25 points per boulder
- ❑ The giant cannot start the battle with more than four boulders.
- ❑ The range of a hurled boulder is 10 cm (4 inches).
- ❑ There is no long or short range.
- ❑ The Great battle giant can blacken the sky at maximum of two boulders per turn.
- ❑ The Great battle giant can hurl boulders during the shooting phase whilst in combat. He can target the unit he is currently in combat with.
- ❑ The Great battle giant cannot hurl boulders over any unit.
- ❑ The Great battle giant cannot pick up boulders upon the battlefield.

The hurling method:

- ❑ To Hit. For each boulder roll 1D6. Any ones equal a complete miss. The score on the dice equals the number of hits.
- ❑ To Kill. Work out the kills as normal.